

(19) World Intellectual Property
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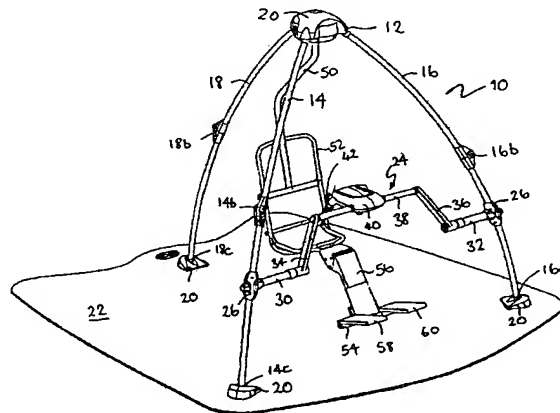
(43) International Publication Date
31 December 2003 (31.12.2003)

PCT

(10) International Publication Number
WO 2004/000430 A1

- (51) International Patent Classification⁷: **A63F 13/06**, (74) Agent: **F B RICE & CO**; 605 Darling Street, Balmain, NSW 2041 (AU).
A63B 17/00
- (21) International Application Number: PCT/AU2003/000754
- (22) International Filing Date: 17 June 2003 (17.06.2003)
- (25) Filing Language: English
- (26) Publication Language: English
- (30) Priority Data:
PS 3042 19 June 2002 (19.06.2002) AU
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- (81) Designated States (*national*): AE, AG, AL, AM, AT, AU, AZ, BA, BB, BG, BR, BY, BZ, CA, CH, CN, CO, CR, CU, CZ, DE, DK, DM, DZ, EC, EE, ES, FI, GB, GD, GE, GH, GM, HR, HU, ID, IL, IN, IS, JP, KE, KG, KP, KR, KZ, LC, LK, LR, LS, LT, LU, LV, MA, MD, MG, MK, MN, MW, MX, MZ, NI, NO, NZ, OM, PG, PH, PL, PT, RO, RU, SC, SD, SE, SG, SK, SL, TJ, TM, TN, TR, TT, TZ, UA, UG, US, UZ, VC, VN, YU, ZA, ZM, ZW.
- (84) Designated States (*regional*): ARIPO patent (GH, GM, KE, LS, MW, MZ, SD, SL, SZ, TZ, UG, ZM, ZW), Eurasian patent (AM, AZ, BY, KG, KZ, MD, RU, TJ, TM), European patent (AT, BE, BG, CH, CY, CZ, DE, DK, EE, ES, FI, FR, GB, GR, HU, IE, IT, LU, MC, NL, PT, RO, SE, SI, SK, TR), OAPI patent (BF, BJ, CF, CG, CI, CM, GA, GN, GQ, GW, ML, MR, NE, SN, TD, TG).
- Published:**
— with international search report
- For two-letter codes and other abbreviations, refer to the "Guidance Notes on Codes and Abbreviations" appearing at the beginning of each regular issue of the PCT Gazette.

(54) Title: **IMPROVED COMPUTER GAME CONTROLLER**



(57) Abstract: A computer game controller (1) includes a tripod (12) from which a game player is suspended in a chair harness (52), or the like. A bearing (20) allows movement of the chair either back and forth and side to side, or rotationally about a vertical axis. Movement of the chair is monitored by a sleeved stem which moves in the same manner as a joystick plus rotational controller. Adjustable handlebars (24) including control means are fixed to the frame. A player supported by the chair or harness may move the chair or harness to control a car, plane, bike, avatar, or other sprite in the computer game. Other control functions are mounted on the handlebars and are operable by the player's hands. In use a player grasps the handlebars and controls the game's sprite by moving his or her body to move the sleeved stem's joystick type control. Thus the player is able to utilise their entire body to control action in the computer game, and exercise at the same time as playing the game. Elastic straps (70, 72, 74) may extend between the chair, harness or the like to increase the effort required for the player to move, thus providing increased levels of exercise. The frame is collapsible for storage and transport purposes. The handlebars and chair are adjustable to suit the game being played on the console and the size of the player.